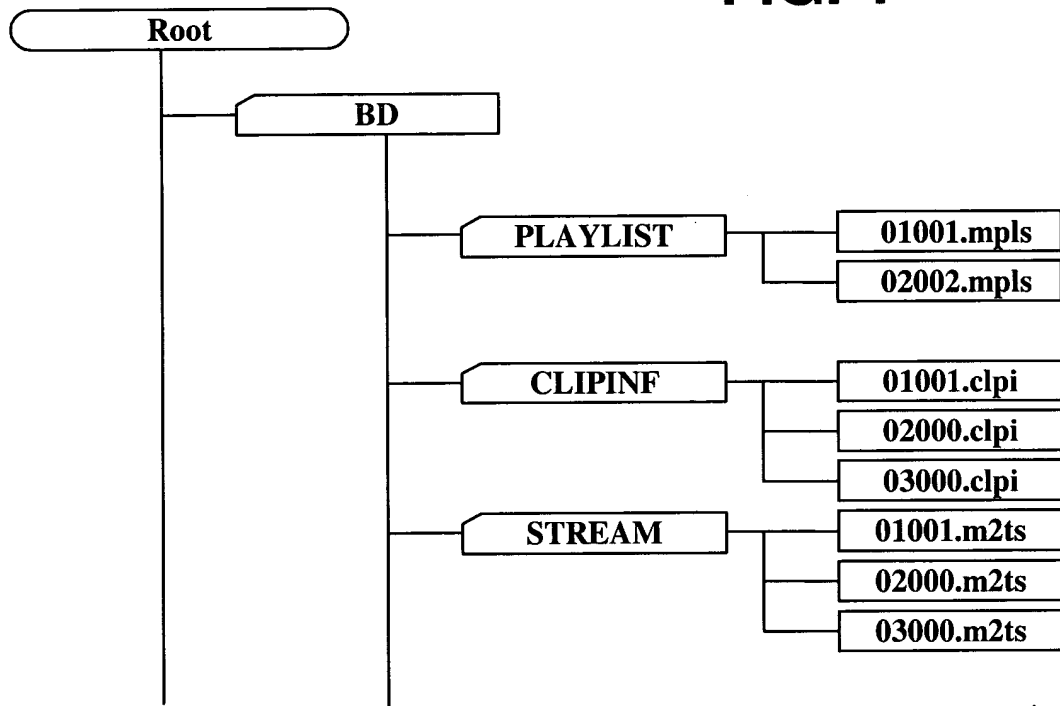
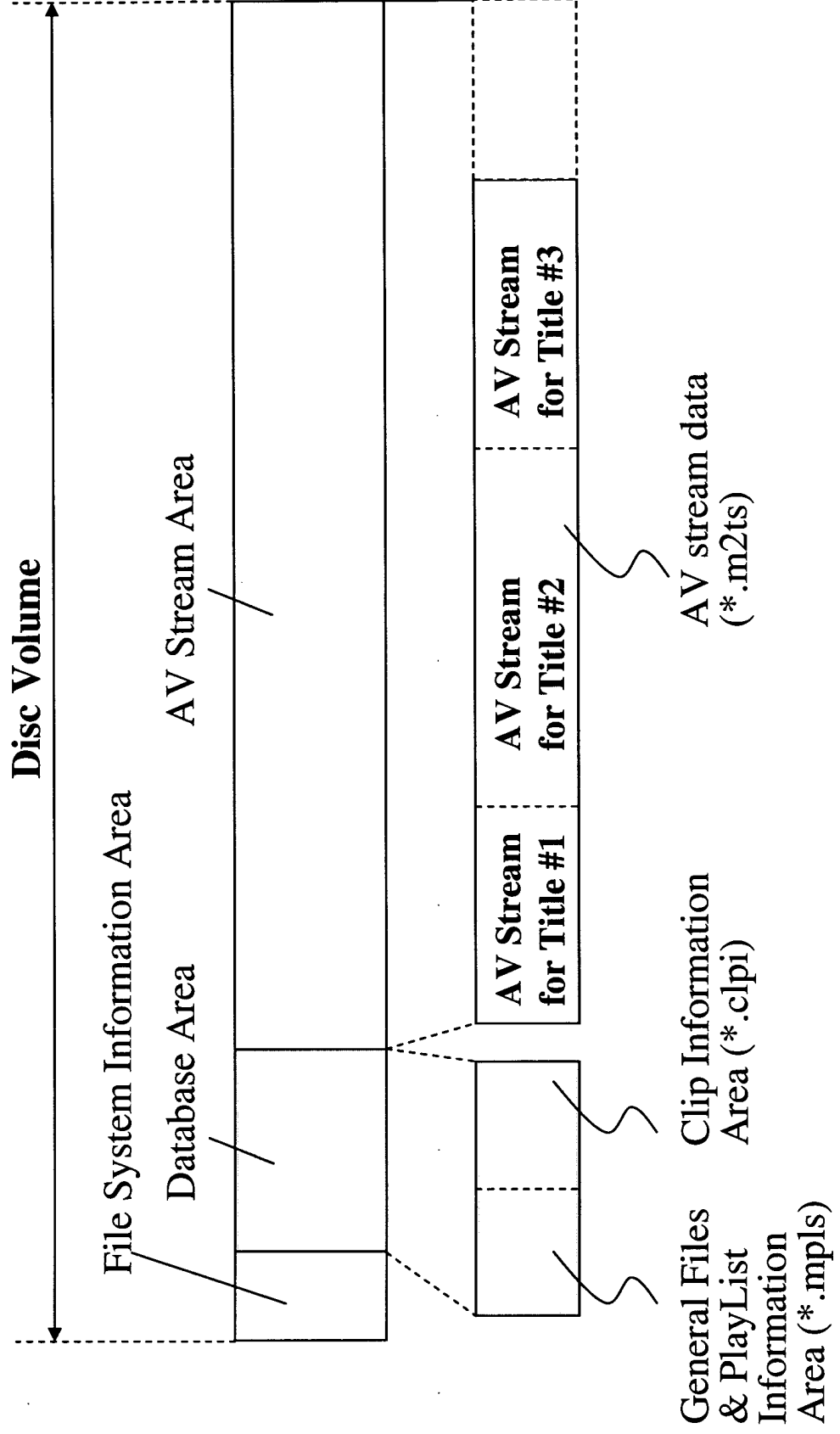


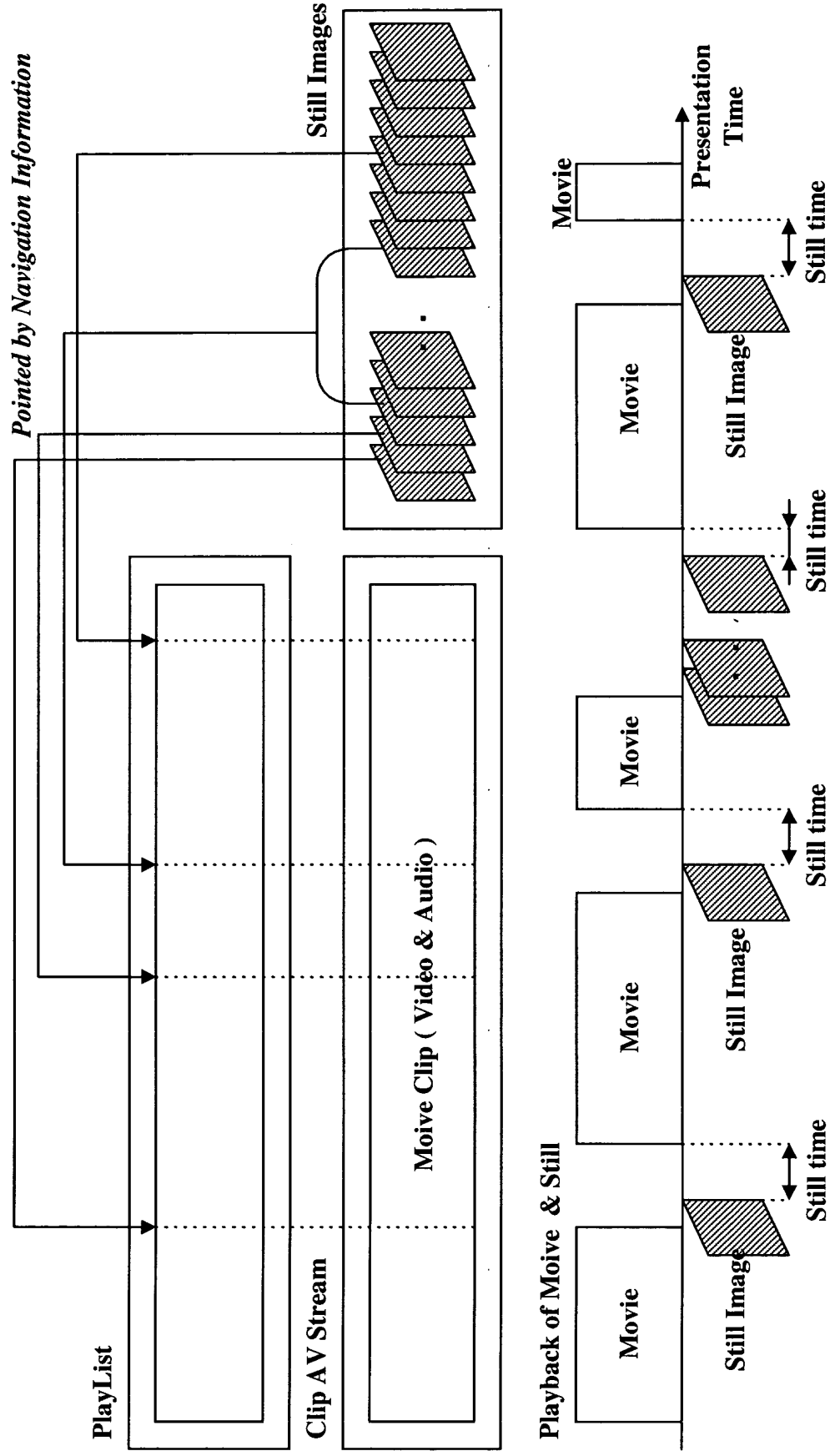
**FIG. 1**



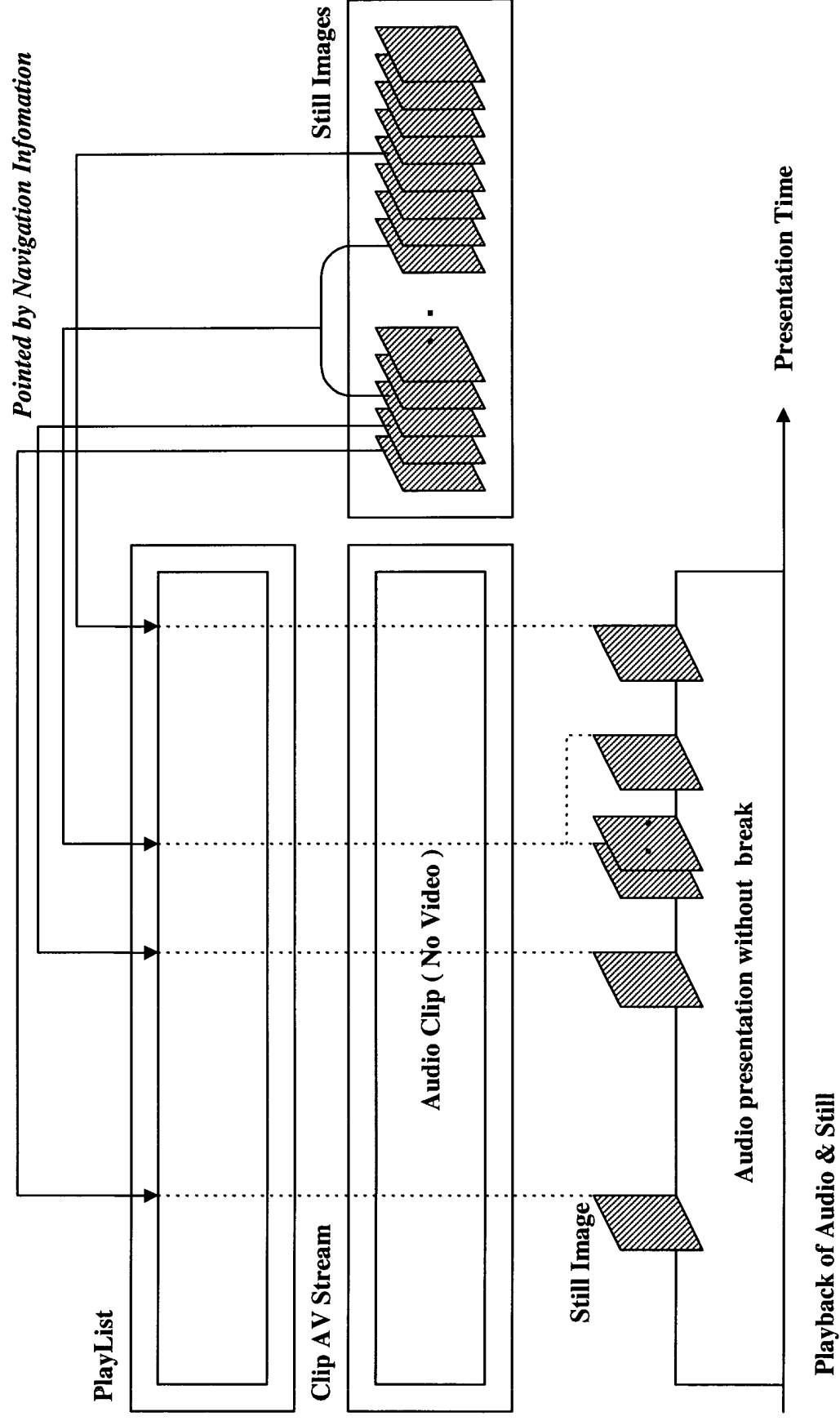
# FIG. 2



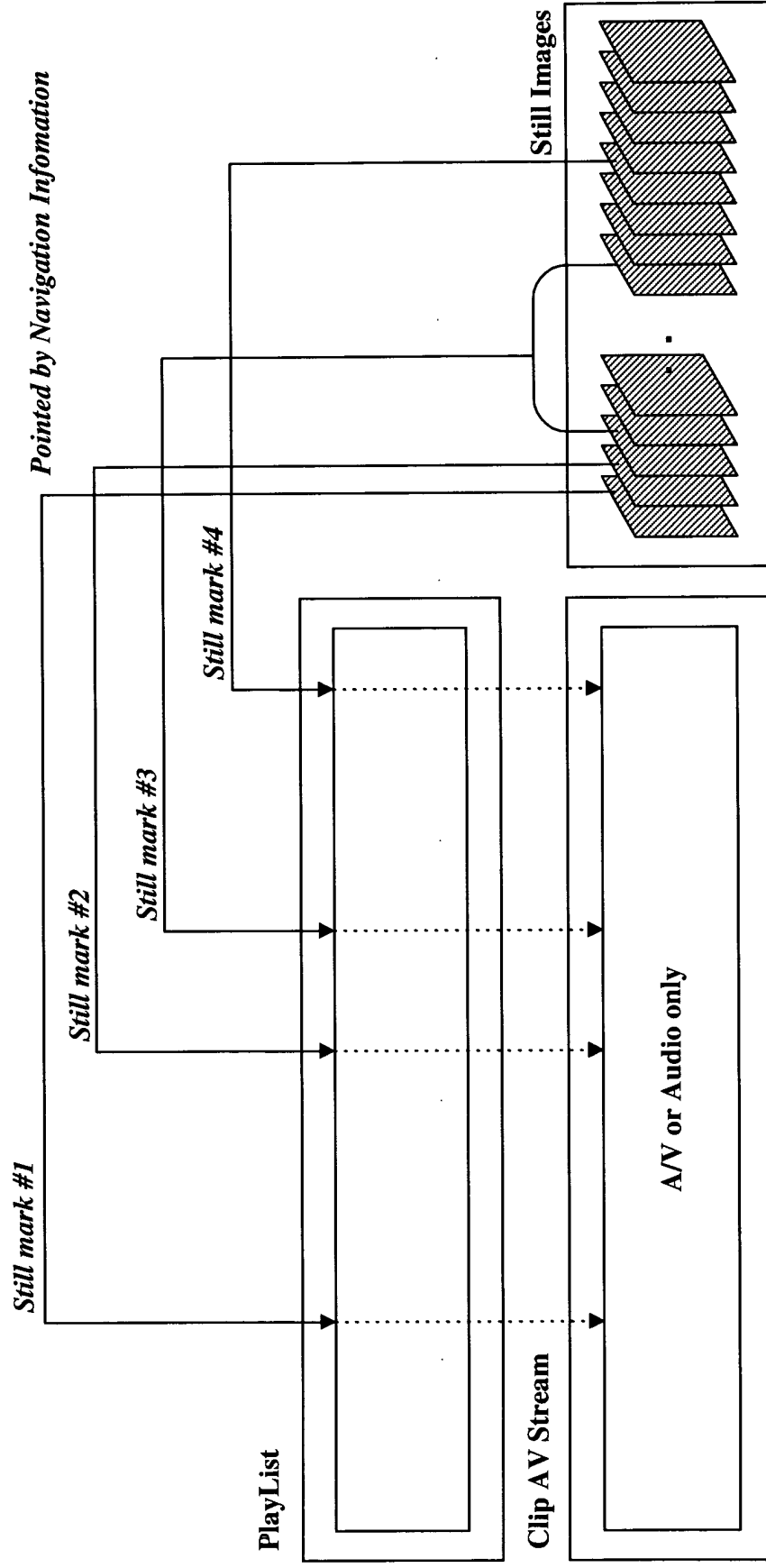
# FIG. 3



**FIG. 4**



**FIG. 5A**





## FIG. 6

### Case 1

```
PlaylistMark(){
    length
    number_of_PlayList_marks
    for(i=0; j<number_of_PlayList_marks;j++){
        -----
        mark_type
        -----
        mark_time_stamp
        -----

        ref_to_still_image_index

        duration
        makers_information
        maker_name
    }
}
```

## FIG. 7A

### Case 2

```
PlaylistMark(){
    length
    number_of_PlayList_marks
    for(i=0; j<number_of_PlayList_marks;j++){
        -----
        mark_type
        -----
        mark_time_stamp
        -----

        ref_to_still_image_index

        duration
        makers_information
        maker_name
        if (mark_type==0x10){
            number_of_still_images
            display_timing_mode
            display_order_mode
            display_effect_mode
            display_effect_period
        }
    }
}
```

# FIG. 7B

*Movie & Still Mark*

```
PlayListMark(){
    length
    number_of_PlayList_marks
    for(i=0; j<number_of_PlayList_marks;j++){
        mark_type
        .....
        mark_time_stamp
        .....
        ref_to_still_image_index

        duration
        makers_information
        maker_name
        if (mark_type==0x10){
            number_of_still_images
            display_timing_mode
            display_order_mode
            display_effect_mode
            display_effect_period
        }
        if (mark_type == 0x11){
            VPU_Clip_file_name
            VPU_start_TM
            VPU_end_TM
            VPU_data_size
            VPU_info
        }
    }
}
```

# FIG. 7C

*Movie Mark*

```
PlayListMark(){
    length
    number_of_PlayList_marks
    for(i=0; j<number_of_PlayList_marks;j++){
        .....
        mark_type
        .....
        mark_time_stamp
        .....

        duration
        makers_information
        maker_name
    }
    if (mark_type == 0x11){
        VPU_Clip_file_name
        VPU_start_TM
        VPU_end_TM
        VPU_data_size
        VPU_info
    }
}
```

**FIG. 8A**

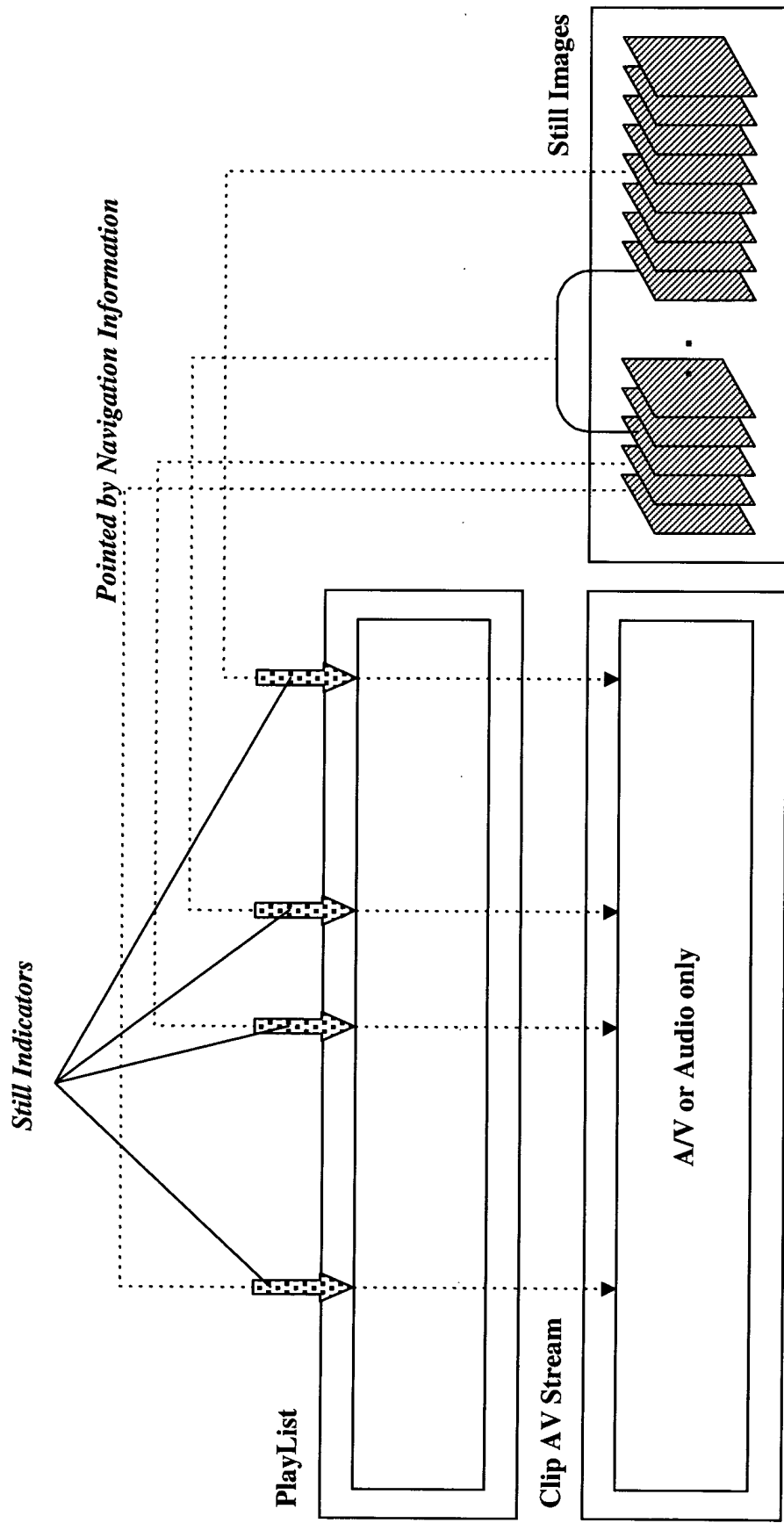
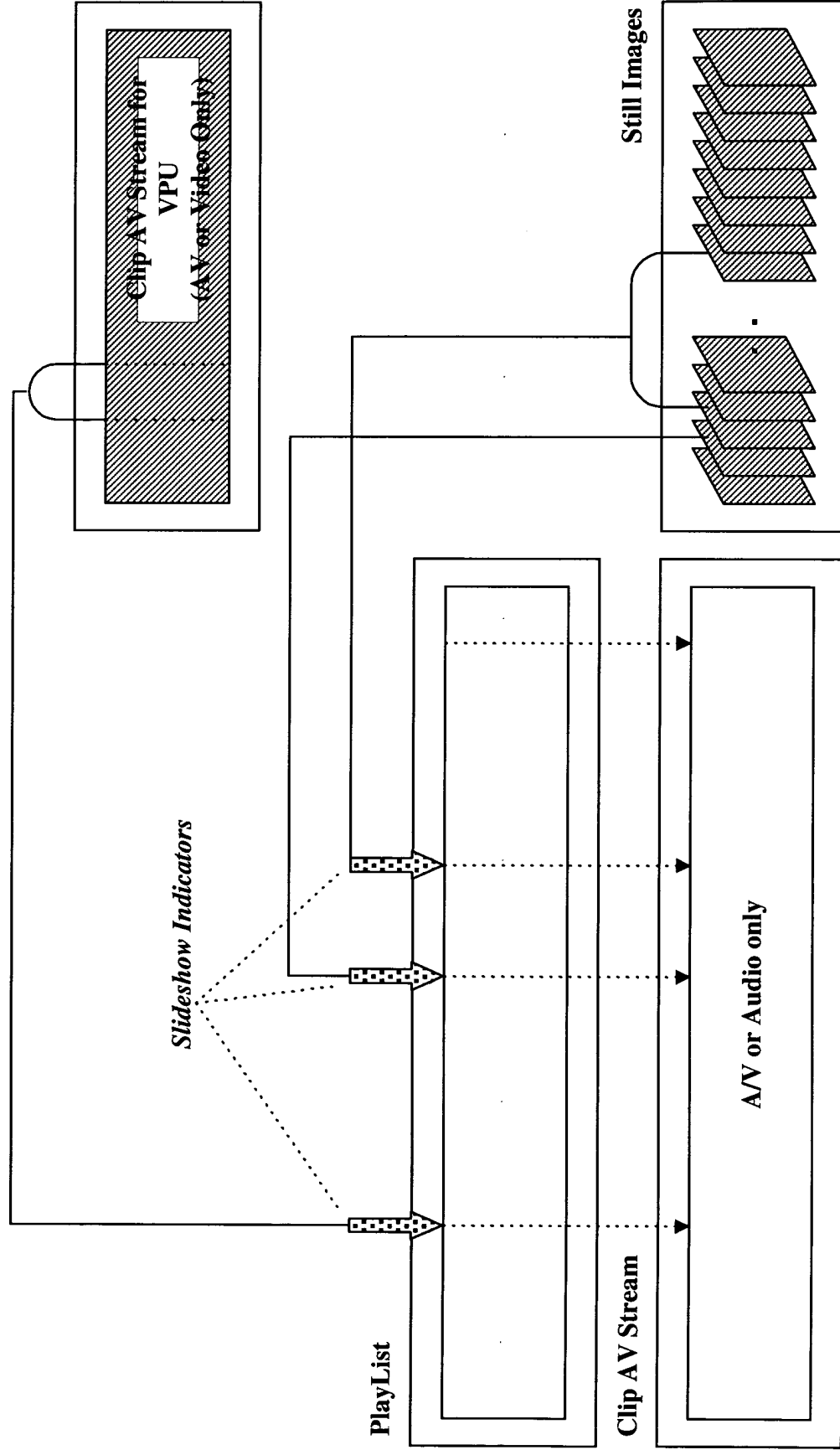


FIG. 8B



**FIG. 9A**

```
PlayList_File(){
```

```
    -----
```

```
    version_number
```

```
    -----
```

```
    PlayList()
```

```
    PlayListMark()
```

```
    MakersPrivateData()
```

```
    PlayListStillIndicator() •
```

```
}
```

```
    PlayListStillIndicator()
```

```
        length
```

```
        number_of_PlayList_stills
```

```
        for(still_id=0; still_id<number_of_PlayList_Still;still_id++){
```

```
            -----
```

```
            still_time_stamp
```

```
            ref_to_still_start_index
```

```
            number_of_still_images
```

```
            for(i=0; i<number_of_still_images; i++){
```

```
                duration
```

```
                display_timing_mode
```

```
                display_order_mode
```

```
                display_effect_mode
```

```
                display_effect_period
```

```
            }
```

```
        }
```

```
    }
```

```

PlayList_File(){
  -----
  version_number
  -----
  PlayList()
  PlayListMark()
  MakersPrivateData()
  PlayListSlideshowIndicator()
}

```

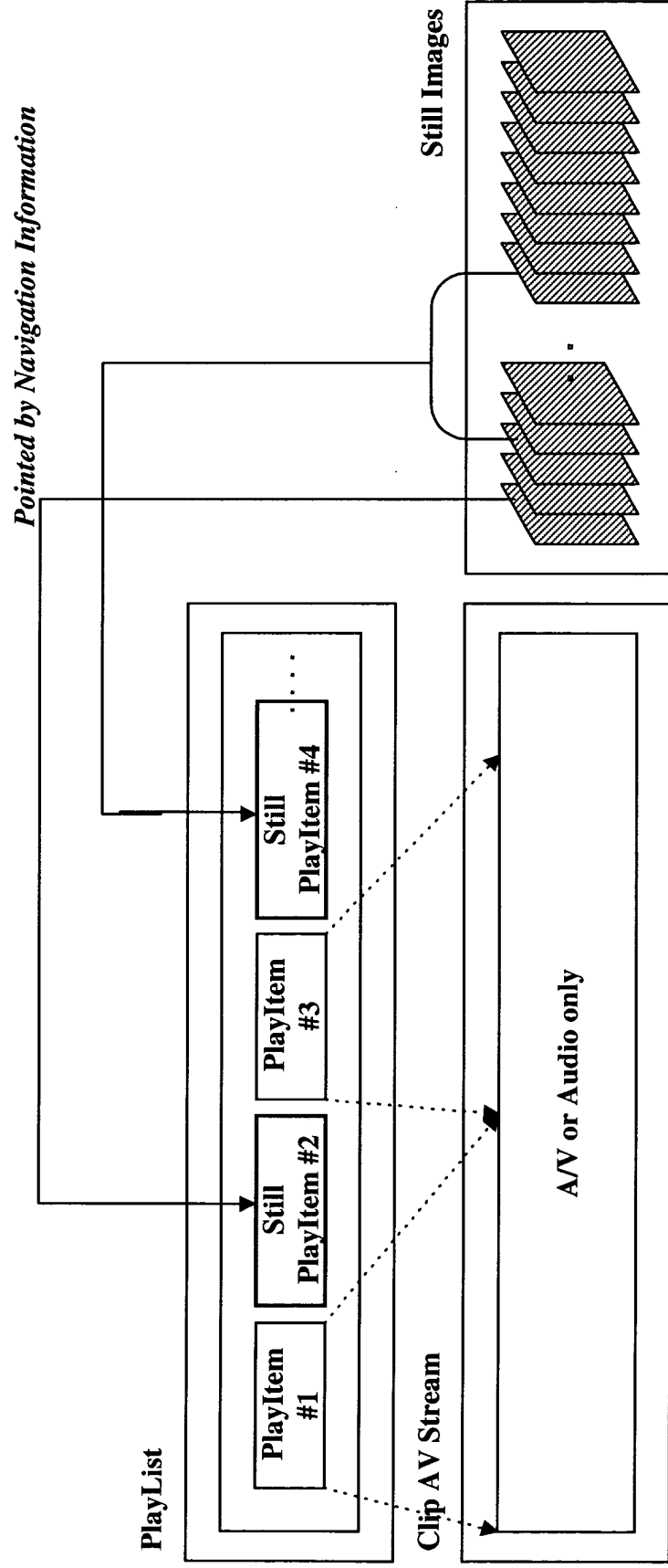
**FIG. 9B**

```

PlayListSlideshowIndicator()
  length
  number_of_slideshow_objects
  for(id=0; id<number_of_slideshow_objects;id++){
    -----
    time_stamp
    if(Still Image)
      ref_to_still_start_index
      number_of_still_images
      for(i=0; i<number_of_still_images;i++){
        duration
        display_timing_mode
        display_order_mode
        display_effect_mode
        display_effect_period
      }
    }
  }
  else if(VPU) {
    VPU_duration
    VPU_Clip_file_name
    VPU_start_PTM
    VPU_end_PTM
    VPU_data_size
    VPU_info
  }
}

```

**FIG. 10**



**FIG. 11A**

```
PlayItem(){
    length
    Clip_Information_file_name
    Clip_codec_identifier
    if (CPI_type = 1)
        ref_to_STC_id
        ⋮
    IN_time
    Out_time
    ⋮
}
if (<Still-Image>) {
    number_of_still_images
    for (i=0; i<number_of_still_images; i++){
        duration
        display_timing_mode
        display_order_mode
        display_effect_mode
        display_effect_period
    }
}
}
```

**FIG. 11B**

```
PlayItem(){  
    length  
    Clip_Information_file_name  
    Clip_codec_identifier  
    if (CPI_type = 1)  
        ref_to_STC_id  
        :  
  
    if (VPU){  
        VPU duration  
        VPU_Clip_file_name  
        VPU_start_PTM  
        VPU_end_PTM  
        VPU_info  
    }  
}
```

**FIG. 12A**

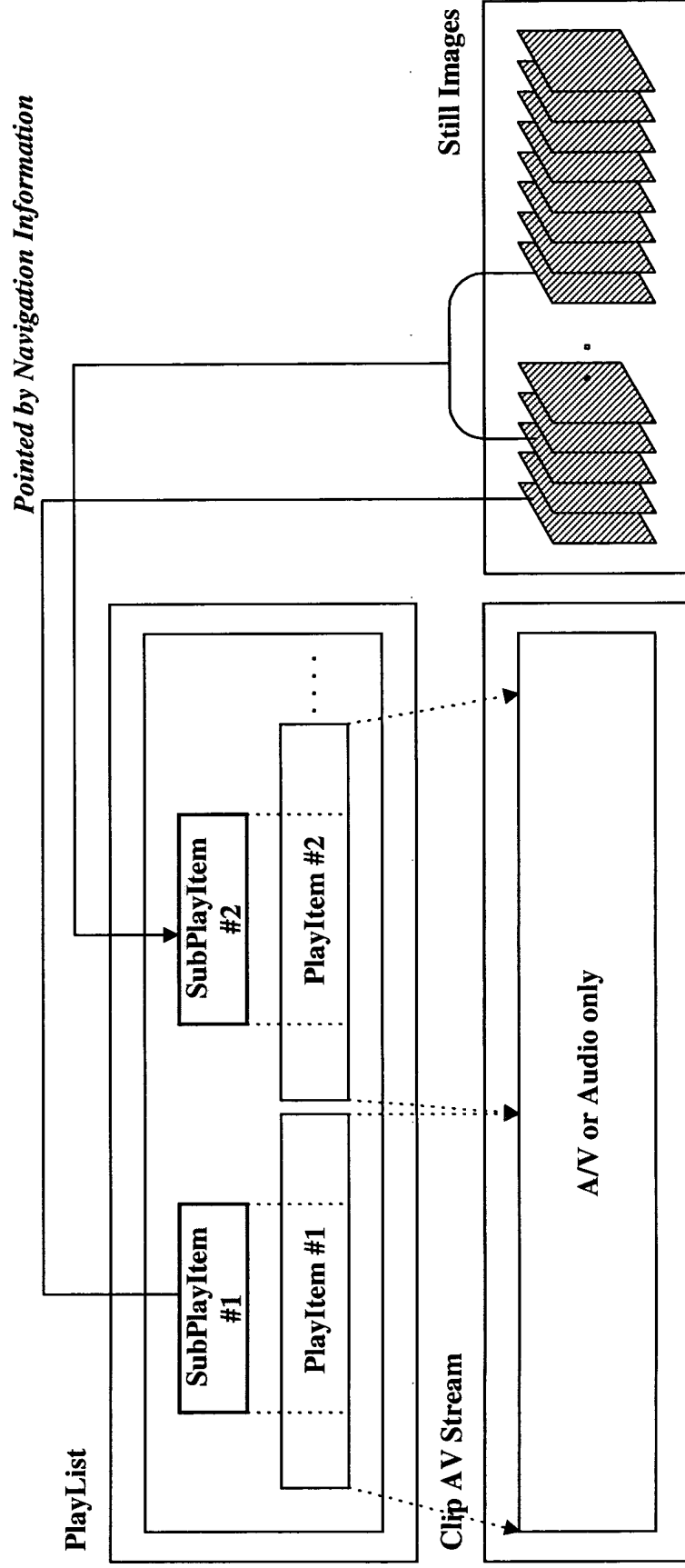
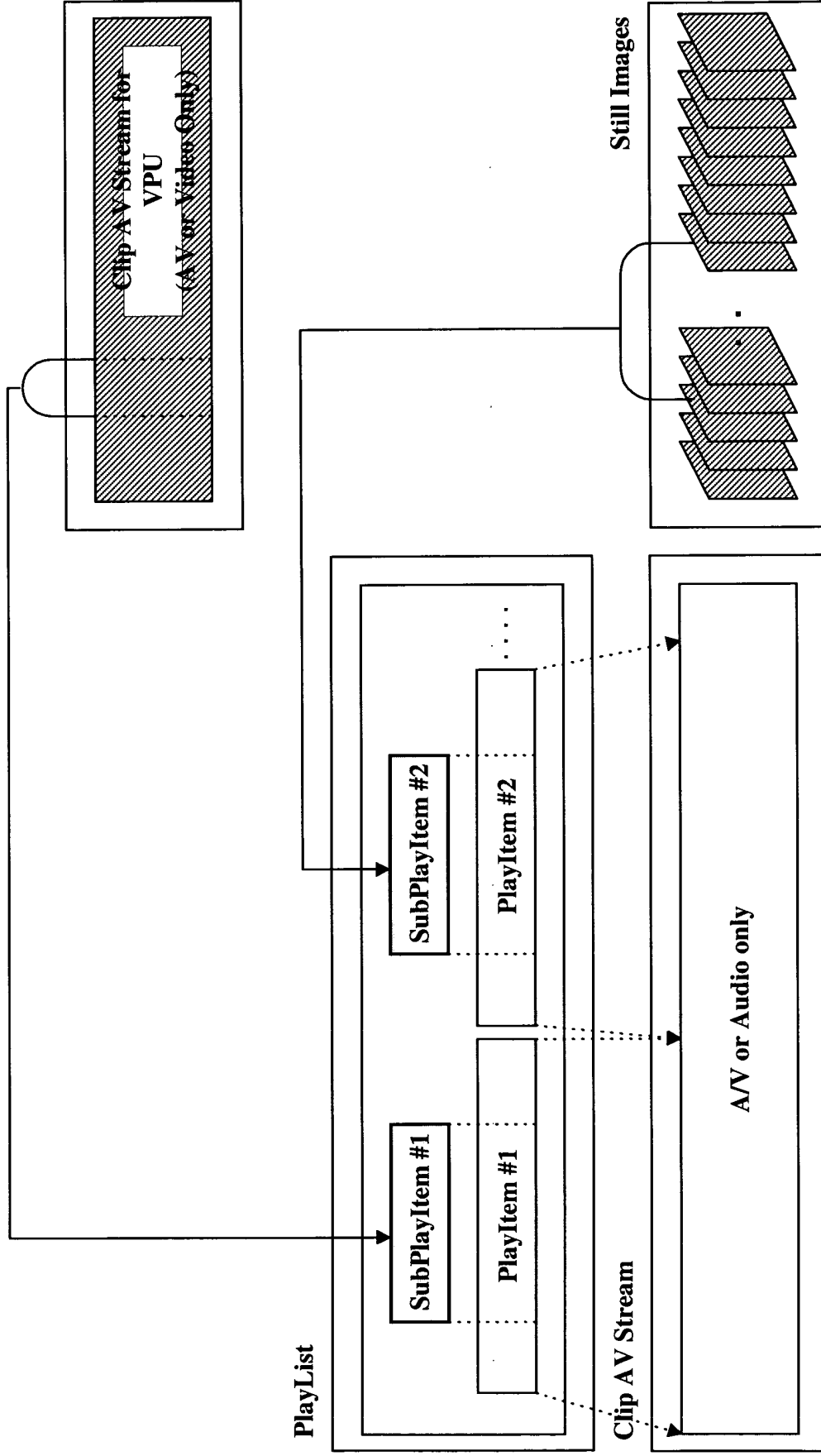


FIG. 12B



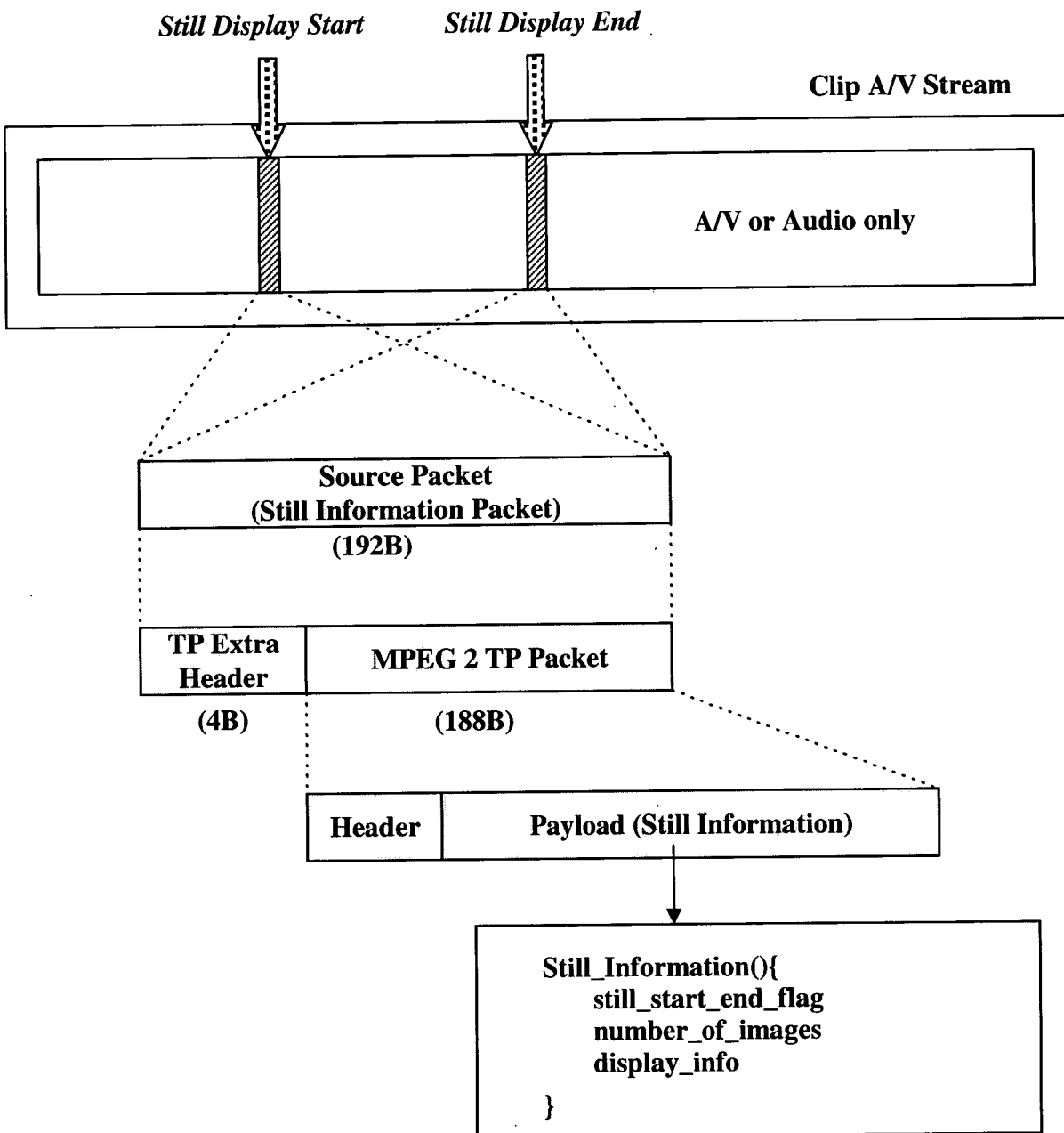
## FIG. 13A

```
SubPlayItem(){  
    length  
    Clip_Information_file_name  
    Clip_codec_identifier  
    SubPlayItem_type  
    ref_to_STC_id  
    SubPlayItem_IN_time  
    SubPlayItem_Out_time  
    sync_PlayItem_id  
    Sync_start_PTS_of_PlayItem  
    if (<Still-Image>) {  
        number_of_still_images  
        for (i=0; i<number_of_still_images; i++){  
            duration  
            display_timing_mode  
            display_order_mode  
            display_effect_mode  
            display_effect_period  
        }  
    }  
}
```

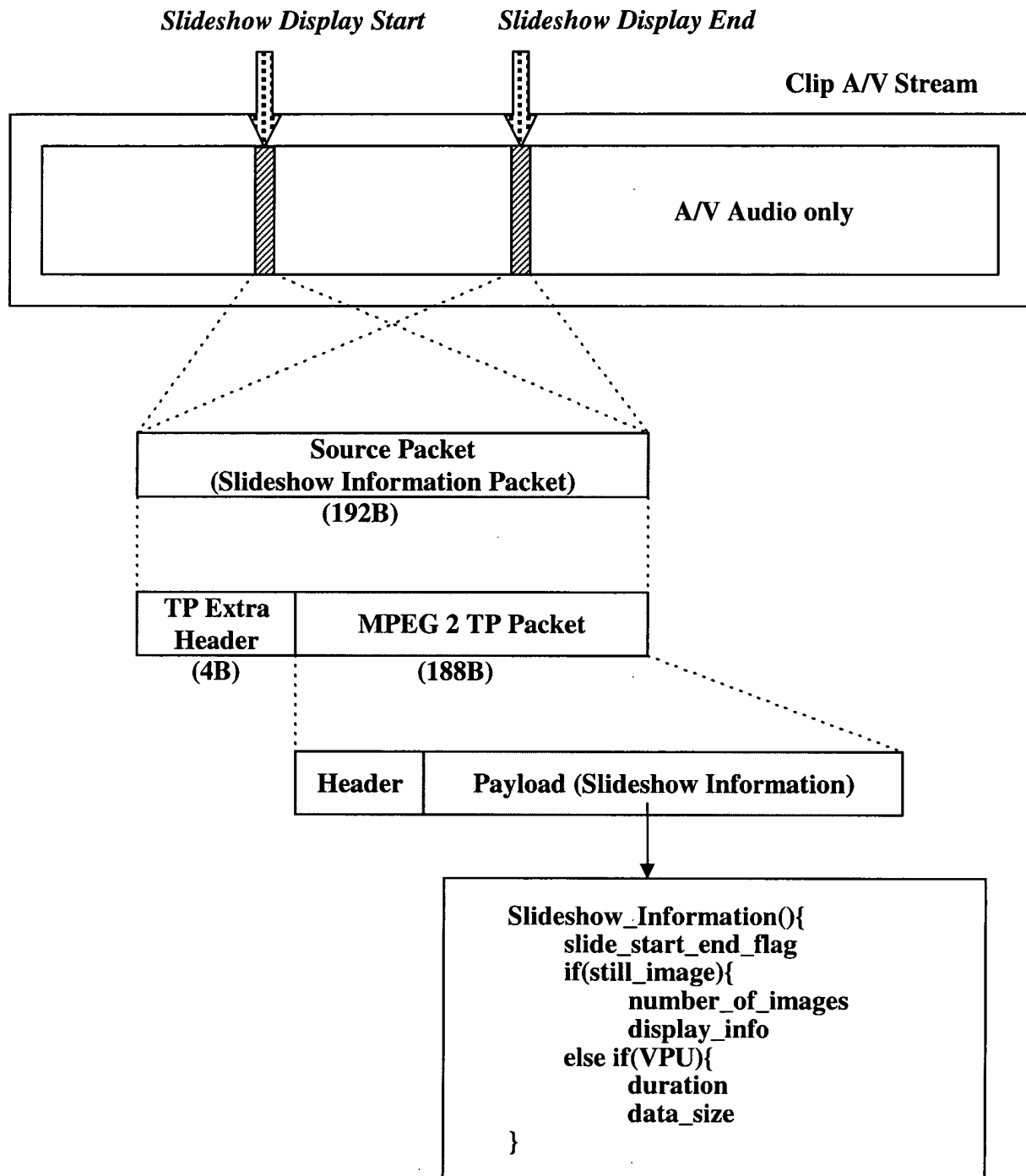
**FIG. 13B**

```
SubPlayItem(){  
    length  
    Clip_Information_file_name  
    Clip_codec_identifier  
    SubPlayItem_type  
    ref_to_STC_id  
    SubPlayItem_IN_time  
    SubPlayItem_Out_time  
    sync_PlayItem_id  
    Sync_start_PTS_of_PlayItem  
    if (<Still-Image>) {  
        number_of_still_images  
        for (i=0; j<number_of_still_images; j++){  
            duration  
            display_timing_mode  
            display_order_mode  
            display_effect_mode  
            display_effect_period  
        }  
    }  
    if (<VPU>) {  
        VPU_data_size  
        VPU_info  
    }  
}
```

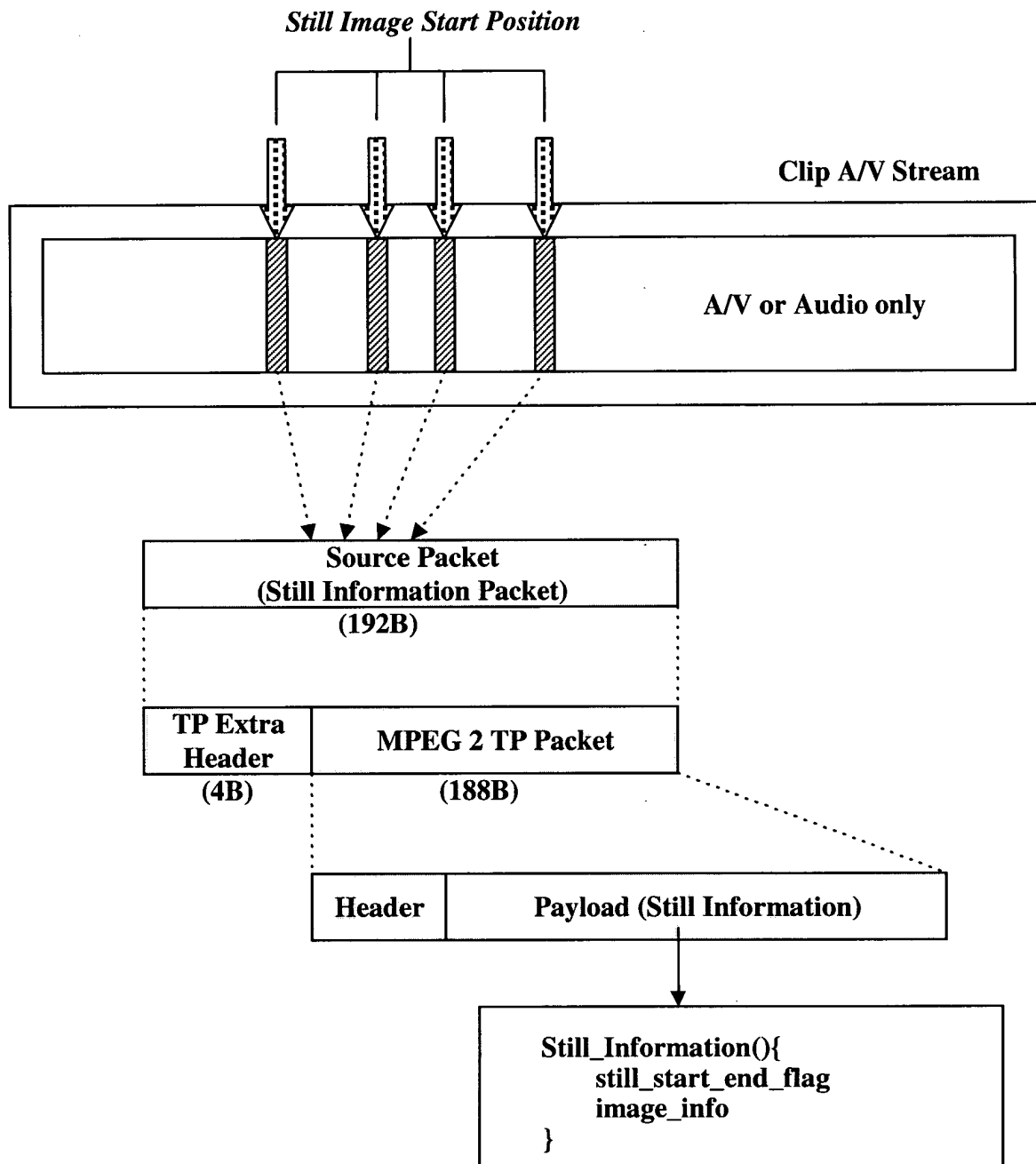
# FIG. 14A



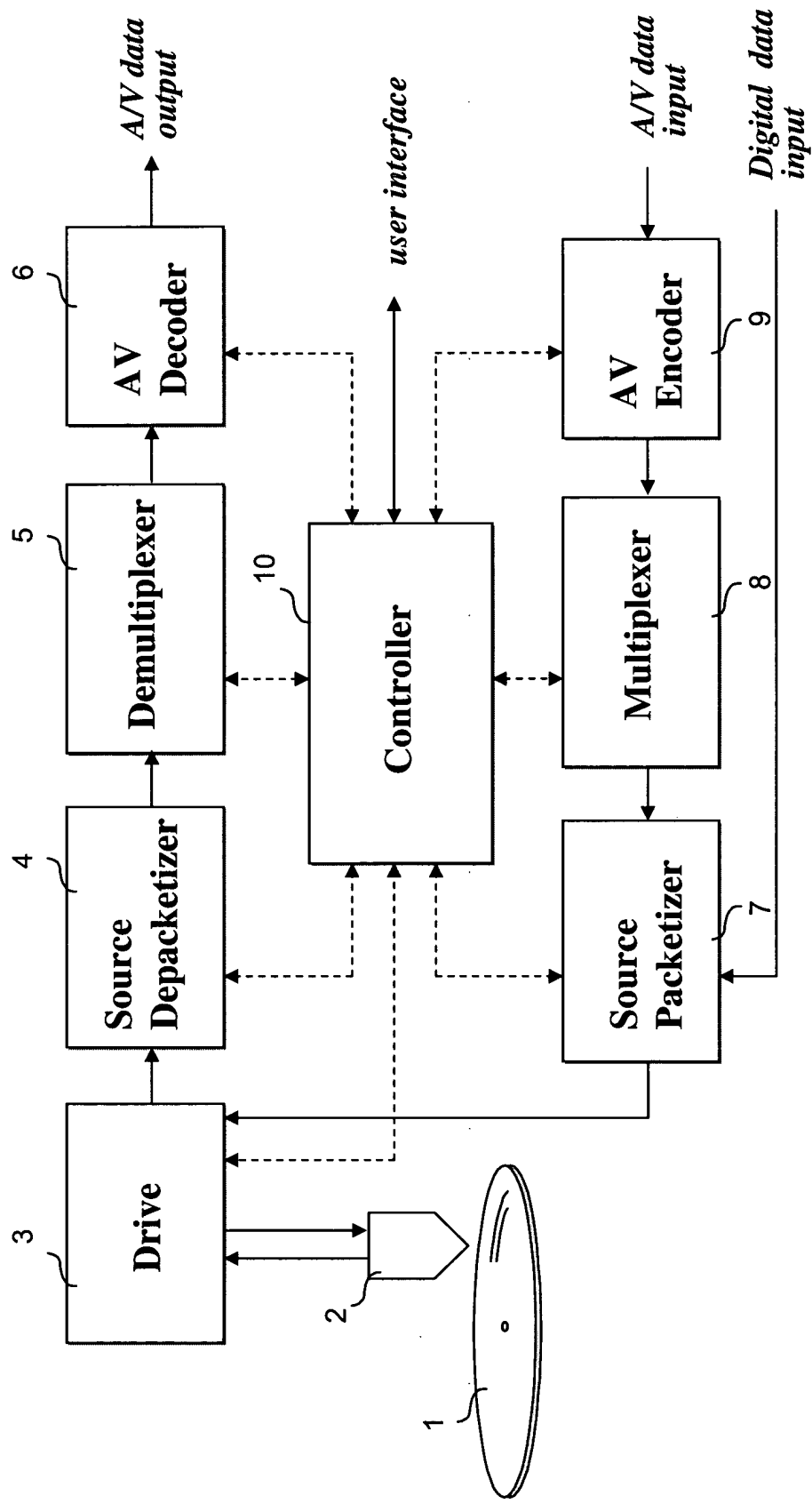
# FIG. 14B



# FIG. 15

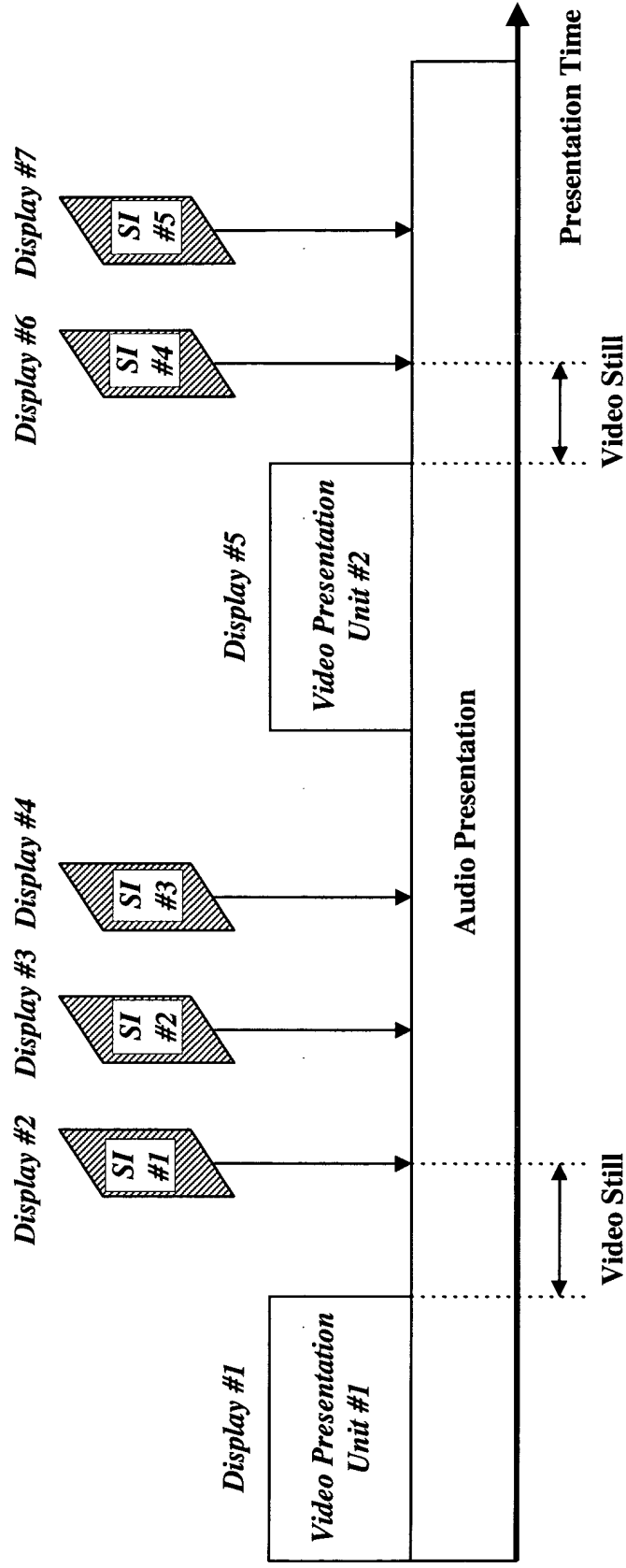


**FIG. 16**



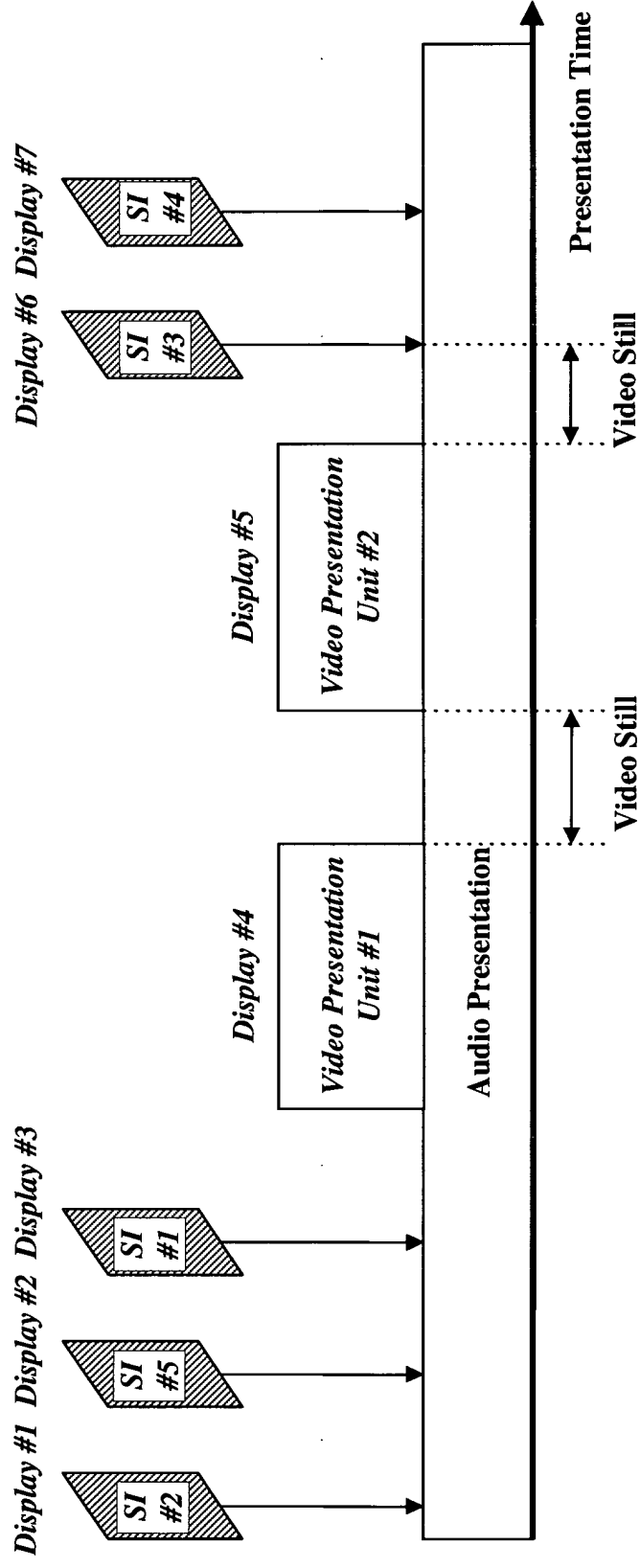
**FIG. 17**

*Synchronized Slideshow  
( Sequential Display Mode )*



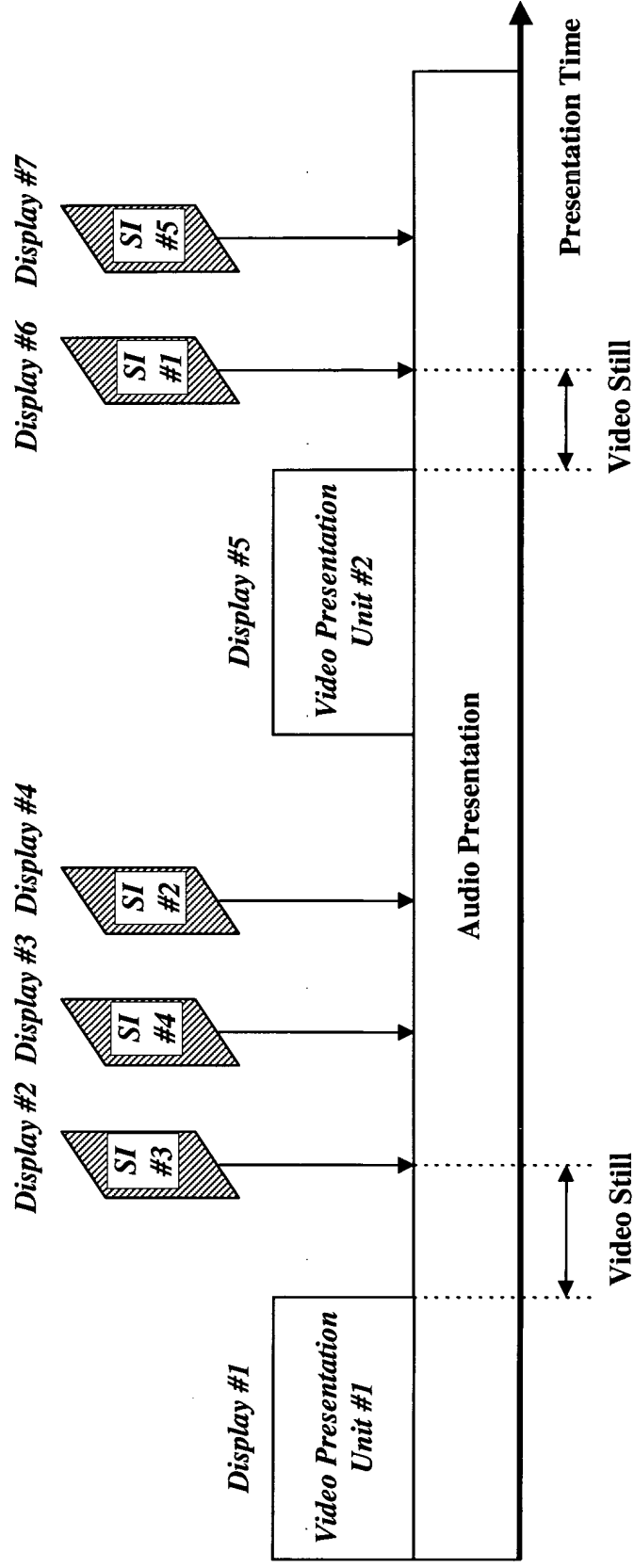
**FIG. 18**

*Synchronized Slideshow  
( Random/Shuffle Display Mode : A )*



# FIG. 19

*Synchronized Slideshow  
( Random/Shuffle Display Mode : B )*



# FIG. 20

*Browsable Slideshow  
( Sequential Display Mode )*

